

In the Claims:

Please amend claim 1. The claims are as follows:

1. (Previously presented) A method for operating a server for establishing a chat session between two users in a network system, including a first user desiring to establish a chat session with a second user which does not have a chat application open, comprising:

said first user downloading from said server browser executable code for initiating a chat session;

said first user executing said browser executable code to display at a first browser window a chat invitation form including a header field, an instruction field, one or more fields for entering user identifiers, and a message field;

said first user entering to said chat invitation form one or more user identifiers including a user identifier for said second user[[,]] and ~~optionally~~ a message to said message field;

receiving at said server from said first user a request to enter chat mode with [[a]] said second user;

receiving asynchronously at said server from said second user an HTTP request to download content from said server or any other intranet or Intranet server, said second user not currently executing a chat applet instance and being unaware of said request from said first user to enter chat mode;

said server responding to said HTTP request from said second user with an HTTP response including said content modified with a chat user interface to open a browser window

including a header field, a messages field, and a response field, which browser window downloads a chat applet instance for execution at said second user;

executing said chat applet instance at said second user to instantiate a chat session between said first user and said second user; and

establishing a persistent connection between said second browser and said server to establish a channel for message exchange between said first and second browsers with said server acting as proxy.

2-4. (Canceled)

5. (Previously presented) The method of claim 1, further comprising:

authenticating said first user to a message engine at said server to enable unicast messaging capabilities; and thereafter

serving to said first user, in response to an asynchronous message from said first user requesting server content, a user interface to a collaboration tool for conveying text and/or multimedia messages with respect to said first user and an administration server.

6-12. (Canceled)